



	Autumn 1		Autumn 2		Spring 1							
Topic Title	Locomotion: Dodging	Gymnastics: Linking	Throwing and Catching	Gymnastics: Pathways	Ball Skills: Feet	Dance: Water						
National Curriculum	<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities 		<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities 		<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • participate in team games, developing simple tactics for attacking and defending • perform dances using simple movement patterns. 							
Skills and Techniques	<ul style="list-style-type: none"> • Explore dodging • Develop dodging • Apply dodging: Explore attacking and defending • Apply dodging in teams 	<ul style="list-style-type: none"> • Developing linking • Linking on apparatus • Jump, roll, balance sequences/on apparatus • Creation of sequences • Completion of sequences and performance 	<ul style="list-style-type: none"> • Consolidate pupils application and understanding of underarm throwing • Applying the underarm and overarm throw to win a game • Applying the underarm throw to beat an opponent 	<ul style="list-style-type: none"> • Explore/develop zig-zag pathways/on apparatus • Explore/develop curved pathways/on apparatus • Creation of pathway sequences • Completion of pathways sequences and performance 	<ul style="list-style-type: none"> • Develop dribbling/ passing/receiving, keeping possession • Combine dribbling, passing and receiving, keeping possession/to score a point • Apply dribbling, passing and receiving as a team to score a point 	<ul style="list-style-type: none"> • Responding to stimuli • Developing whole group movement • Improvisation and physical descriptions • Creating contrasting movement sequences 						
Vocabulary	Attacker Defender Space Dodge Tagging/Tag	Champion Gymnast Linking Flow Transition Jump Roll Sequence	Attacker Defender Batting Fielder Space Throwing Catching	Champion Gymnast Linking Flow Transition Zig-Zag Curved Sequence	Attacker Defender Possession Space Dribbling Passing	Champion Dancer Control Rhythm Expression Emotion Stimulus Flow Timing						
Outcomes	<ul style="list-style-type: none"> • Pupils will be able to dodge, applying the correct technique to ensure maximum efficiency. Pupils will run, dodge and stay in a space avoiding the defenders. • Pupils will demonstrate a strong understanding of how, where and why to dodge and apply this understanding in game situations. • Pupils will develop life skills such as gratitude and fairness as they support their team 		<ul style="list-style-type: none"> - Pupils will be able to link movements and balances together, applying champion gymnastics criteria, on the floor and on apparatus. - Pupils will demonstrate an understanding of the concept of flow and apply this to their developing sequences. 		<ul style="list-style-type: none"> - Pupils will be able to throw accurately underarm and execute a developing understanding of overarm throwing, in order to beat an opponent. -Pupils will focus on their partner and team members developing an understanding of the consequences in a 		<ul style="list-style-type: none"> - Pupils will be able to link movements and balances together, applying champion gymnastics criteria, on the floor and on apparatus. - Pupils will demonstrate an understanding of the concept of flow and apply this to their developing sequences. 		<ul style="list-style-type: none"> - Pupils will be able to apply their passing and dribbling skills in order to keep possession and score a point. - Pupils will focus on their partner and team members, developing an understanding of the consequences in a game when mistakes are made. 		<ul style="list-style-type: none"> - Pupils can respond to the music with appropriate movements and actions, using their whole body. Pupils can ensure their movements are big and clear - Pupils will develop their concentration skills as they listen to the music and make decisions on how to move in response. - Pupils can demonstrate fairness and gratitude as they 	

	members, play by the rules and congratulate others.	- Pupils will demonstrate life skills such as empathy and gratitude as they work safely with each other. Pupils will support each other and share apparatus.	game when mistakes are made. -Pupils will develop life skills such as communication and empathy as they listen to their partner and team members, working collaboratively together	- Pupils will demonstrate life skills such as empathy and gratitude as they work safely with each other. Pupils will support each other and share apparatus.	- Pupils will develop communication and empathy as they listen to their partner and team members and work collaboratively together	engage in their learning, work well with others and enjoy creating their movements and sequences.
Previous Learning	Y1 – Locomotion (Running)	Y1 – Gymnastics (Wide, Narrow and Curled)	Y1 – Throwing and Catching	Y1 – Gymnastics (Wide, Narrow and Curled)	Y1 – Ball Skills (Feet)	Y1 – Dance (The Zoo)
Next Learning	Applying skills to invasion games in KS2	Y3 – Gymnastics (Symmetry and Asymmetry)	Applying to striking and fielding games in KS2	Y3 – Gymnastics (Symmetry and Asymmetry)	Applying skills to invasion games in KS2	Y3 – Dance (Wild Animals)

	Spring 2		Summer 1		Summer 2	
Topic Title	Ball Skills: Rackets, Bats and Balls	Dance: Explorers	Locomotion: Jumping and Hopping	Team Building	Games for Understanding	Health and Wellbeing
National Curriculum	<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • participate in team games, developing simple tactics for attacking and defending • perform dances using simple movement patterns. 		<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • participate in team games, developing simple tactics for attacking and defending 		<ul style="list-style-type: none"> • master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • participate in team games, developing simple tactics for attacking and defending 	
Skills and Techniques	<ul style="list-style-type: none"> • Hitting (striking) a ball (with a racket) with accuracy and power to beat an opponent • Introduce hitting (sending/striking) a ball into a space: Where and why? • Striking the ball (with a bat) into space with intent 	<ul style="list-style-type: none"> • Responding to stimuli • Developing whole group movement • Improvisation and physical descriptions • Creating contrasting movement sequences 	<ul style="list-style-type: none"> • Consolidate jumping • Apply jumping into a game • Linking jumping • Explore jumping combinations • Develop jumping 	<ul style="list-style-type: none"> • Introducing teamwork • Develop teamwork • Building trust and developing communication • Cooperation and communication • Explore simple strategies • Problem solving: Consolidate teamwork 	<ul style="list-style-type: none"> • Attacking/defending as a team • Understanding the transition between defence and attack • Create and apply attacking/ defensive tactics 	<ul style="list-style-type: none"> • Consolidate agility • Consolidate balancing: Explore balancing on apparatus • Introduce and explore coordination: Dribbling and kicking
Vocabulary	Opponent Accuracy Power Batting Fielder	Champion Dancer Control Rhythm Expression Emotion Choreography Unison Motif	Jumping Distance Space Attacker Defender Speed Landing	Teamwork Inclusion Communication Cooperation Strategy Courage Motivation	Attacker Defender Space Tactics Transition Team	Attacker Defender Agility Balance Cooperation Dribbling Warm-up

Outcomes	<p>-Pupils will be able to use a bat safely to strike (hit) their ball into space, directing the ball away from fielders.</p> <p>-Pupils will understand why it is so important to hit the ball into space and apply this understanding as the outwit their opponents.</p> <p>-Pupils will continue to develop life skills such as fairness and empathy as they work together ensuring everyone in the group or team is involved.</p>	<p>- Pupils can respond to the music with appropriate movements and actions, using their whole body. Pupils can ensure their movements are big and clear.</p> <p>-Pupils will refine their application of life skills such as curiosity and imagination as they create a range of movements linked to a variety of characters</p> <p>-Pupils can demonstrate fairness and gratitude as they engage in their learning, work well with others and enjoy creating their movements and sequences.</p>	<p>-Pupils will consistently apply the correct technique for jumping. Pupils will accurately apply their jumping skills in combination and also within games.</p> <p>-Pupils will demonstrate a strong understanding of why, when and where we jump in a game and apply imagination and creativity to their jumping.</p> <p>-Pupils will develop their ability to give and receive feedback concerning the jumping technique showing fairness and empathy to others</p>	<p>- Pupils will develop and apply teamwork skills in pairs and small teams to complete all of the challenges successfully</p> <p>-Pupils will demonstrate a strong understanding of what makes an effective team. Pupils will create and apply simple tactics</p> <p>-Pupils will develop and apply life skills such as fairness and respect as they work together to complete the challenges.</p>	<p>- Pupils will move between attack and defence as the game changes. Pupils will be able to move in to space when attacking and tag the opposition when defending.</p> <p>-Pupils will understand the consequences of breaking the rules and not applying tactics successfully. Pupils will understand the difference between attack and defence.</p> <p>-Pupils will develop strong collaboration skills by working with their own team effectively and playing fairly against the opposition.</p>	<p>- Pupils will move showing refined agility, balance and coordination, applying these elements of fitness in activities and within circuit challenges</p> <p>-Pupils will demonstrate a strong understanding of agility, balance and coordination and why they are important.</p> <p>-Pupils will apply life skills such as empathy and fairness as they collaborate with their partners and motivate each other to complete the circuits.</p>
Previous Learning	Y1 – Ball Skills: Rackets, Bats and Balls	Y1 – Dance (Heroes)	Y1 – Jumping and Hopping	Y1 – Team Building	Y1 – Games for Understanding	Y1 – Health and Wellbeing
Next Learning	Applying skills to Striking and Fielding games in KS2	Y3 – Dance (Wild Animals)	Applying to Athletics in KS2	Y3 – Team games	Applying skills to games in KS2	Y3 – Health Related Exercise